LARIAS' RAIDER'S GUIDE
FOR MIDNIGHT: SEASON 1 STRATEGY

THE TACTICAL PLAYBOOK FOR HIGH-END PROGRESSION

UPDATED FEB 13 | PROTOCOL: OPTIMIZED

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EXECUTIVE SUMMARY: SITREP

- **// CREST CAP INCREASE:** Raised from 90 to 100. Costs increased. Requirement: 75x +12 dungeons to cap in 3 months.
- **// THE PREY SYSTEM:** New mechanic sharing rewards between Delves and other content.
- **// CORE PHILOSOPHY:** Plan ahead. Don’t waste crests. Kill bosses.

WARNING: EARLY ACCESS

Midnight Early Access is Pay to Win if you do not have unlimited time.

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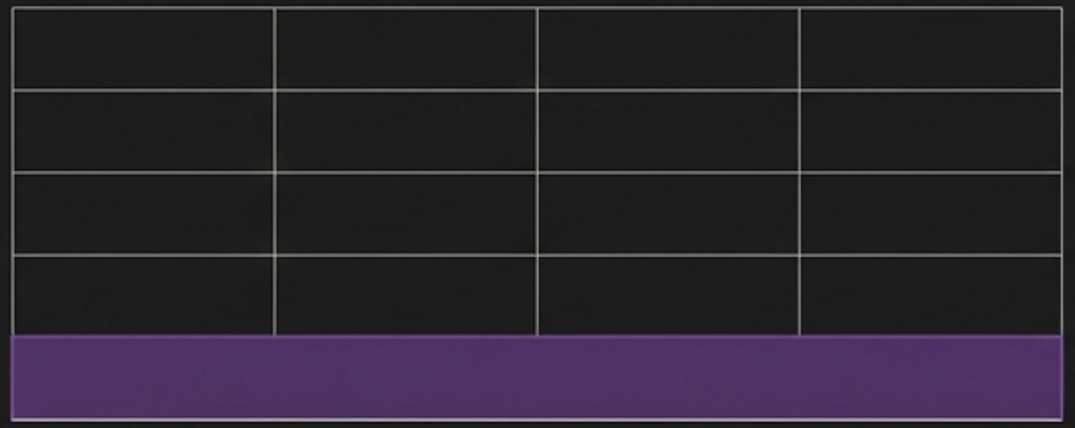
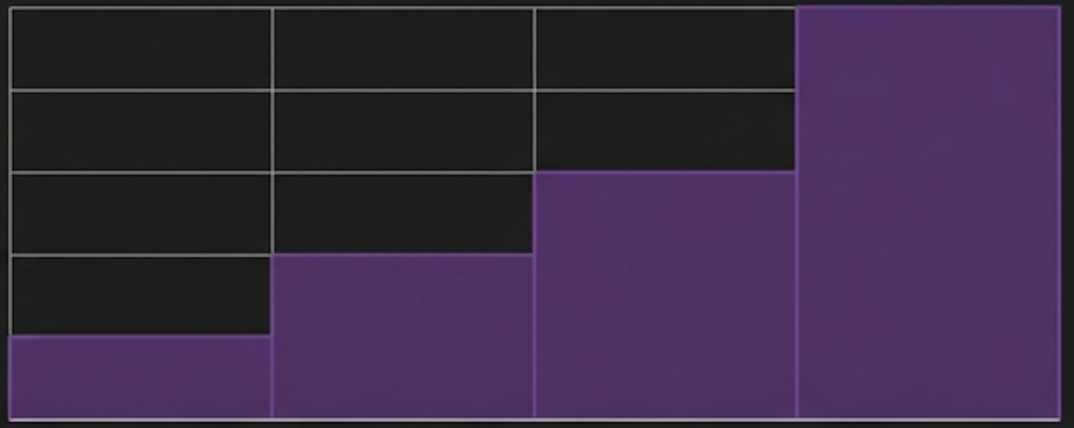
THE NEW ECONOMY: INFLATION HITS UPGRADES

OLD SYSTEM



Linear Costs (15 per upgrade)

NEW SYSTEM



Step 1 (1/6 to 2/6): 10 Crests

Step 2 (2/6 to 3/6): 20 Crests

Step 3 (3/6 to 4/6): 30 Crests

Step 4 (5/6 to 6/6): EXPENSIVE

KEY INSIGHT:

Items at 6/6 Champion are equivalent to 2/6 Hero. Fully upgrading now costs up to costs up to 150 total crests (vs previous 75).

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SYSTEMS ANALYSIS

TIER TOKENS

Split between raids. Omni-token unavailable until until Week 3.

PLATE:	Ainforged / Voidforged
MAIL:	Aincast / Voidcast
LEATHER:	Ainwoven / Voidwoven
CLOTH:	Ainspun / Voidspun

THE CATALYST

Charges accumulate faster (Weekly).

STRATEGY: Unlock 4-set (LFR/Normal) -> Catalyze high ilvl M+ non-set pieces immediately.

THE PREY SYSTEM

Reward share: 1 Heroic item/week.

META: Delves likely superior for farming Myth crests later in season.

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GOLDEN RULE #1: WEAPON PROTOCOL

LOOT DROPS

Cost: 100+ Crests (1/6 to 6/6)

Verdict: **TERRIBLE OPTION**

CRAFTING

Cost: 60 Crests (Fixed)

Verdict: **OPTIMAL**

Logic: Upgrading drops costs 2x Sparks worth of crests for minimal gain vs. Crafting.

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GOLDEN RULE #2: THE CRAFTING META

“CRAFTING IS UNBELIEVABLY OVERPOWERED.”

[Crafting at 5/6 Track] → [60 Crests] **vs** [Upgrading Drop 1/6 -> 5/6] → [100+ Crests]

EFFICIENCY RATING: Crafting is 60% of the cost of upgrading drops.

STRATEGIC ORDER: Do not upgrade any slot you plan to craft.

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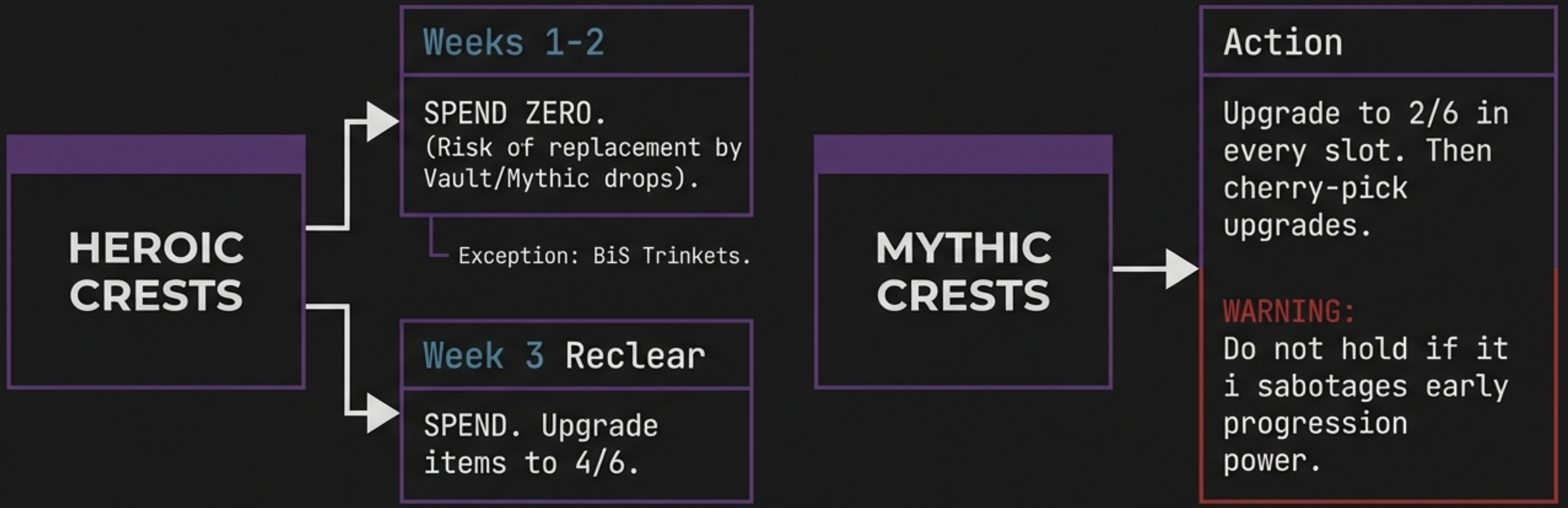
GOLDEN RULE #3: STRATEGIC SANDBAGGING IN VOID VIOLET (#583875)



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PHASE 1: PRE-SEASON OPERATIONS

NOW – MARCH 10TH

EARLY ACCESS (FEB 26 - MAR 3)

- [ ] Level main characters.
- [ ] Darkmoon Faire: 10% XP/Rep buff.
- [ ] Quote: “We can all aspire to be a degenerate like Xerwo.”

WEEK 1 & 2 (MAR 3 - MAR 10)

- [ ] M0 Dungeons open (Reduced Item Level).
- [ ] World Tour M0s for 240 ilvl gear.
- [ ] Crafting: 246 ilvl (Bracer/Belt/Boot) if raiding Tuesday.
- [ ] ALERT: Do NOT upgrade M0 gear with Crests.

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PHASE 2: LAUNCH PROTOCOL

WEEK 1 - MARCH 17TH (HEROIC WEEK)

MON	TUE	WED	THU	FRI	SAT	SUN
17	18				22	23

CREST SPENDING LOCKED. SPEND ZERO.

ACTION CHECKLIST

- [ ] LFR: Run for Tier Pieces.
- [ ] CRAFTING: 3-5 Slots (Bracer/Belt/Boot) @ 246 ilvl (60x Veteran Dawncrest).
- [ ] EMBELLISHMENTS: Craft 2x for power boost.
- [ ] RAID: Clear Normal/Heroic as far as possible.

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PHASE 3: THE GREAT FILTER

WEEK 2 - MARCH 24TH (MYTHIC +)

OBJECTIVES

[ ] **DUNGEONS:** Farm +10s. Target: 3/6 Hero (266 ilvl) in every slot.

[ ] **RAID:** Full Clear Normal/Heroic. Begin Mythic.

[ ] **GOAL:** Ending Item Level 15x266.

RESTRICTIONS

[ ] **CRESTS:** Do NOT spend Heroic or Mythic crests yet.

[ ] **FALLBACK:** If +10s are too hard, farm +8s (2/6 Hero).

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PHASE 4: THE PAYLOAD

WEEK 3 - MARCH 31ST (VAULT OPENS)

1 OPEN VAULT

Target: 272+ Myth Track Item.

Do not upgrade yet.

2 CRAFT WEAPON

Create 636 (Myth 5/6) Weapon.

Cost: 90 Runed/Gilded Crests.

3 UPGRADE

- Spend Heroic Crests: 3/6 -> 4/6 (269 ilvl).
- Upgrade Vault Item: 1/6 -> 4/6 (282 ilvl).

TOTAL SPEND GOAL: 300/600 Heroic | 120/200 Gilded.

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PHASE 5: THE LONG GAME

WEEKS 4-6 (APRIL)

WEEK 4 (APRIL 7)	Upgrade 1x 4/6 item to 5/6 (272).	Upgrade Best 4/6 Myth Track to 5/6 (285).
WEEK 5 (APRIL 14)	Craft 2nd Item at 5/6 (285) - Prefer Heroic Slot.	Cost: 60 Mythic Crests.
WEEK 6 (APRIL 21)	Upgrade 3x 4/6 items to 5/6 (272).	

⚠ Due to Vault RNG, adjust dynamically. Do not overspend. | Refer to Week 4-6 progression and 120/200 Gilded Crest Cap.

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TACTICAL REFERENCE: THE NUMBERS

ITEM LEVEL TRACKS

Crest Type	iLvl	Upgrade Track	Crests	Amount
Adventurer	220	Adventurer 1		
	224	Adventurer 2	(Adventurer)	10
	227	Adventurer 3	(Adventurer)	20
	230	Adventurer 4	(Adventurer)	30
	233	Adventurer 5	(Adventurer)	40
Veteran	237	Adventurer 6/Veteran 1	(Adventurer/Veteran)	50/10
	240	Veteran 3	(Veteran)	20
	243	Veteran 4	(Veteran)	30
Vet/Champ	246	Veteran 5/Champion 1	(Veteran)	40
	250	Veteran 6/Champion 2	(Veteran/Champion)	50/10
	253	Champion 3	(Champion)	20
	256	Champion 4	(Champion 4	30
Champ/Hero	259	Champion 5/Hero 1	(Champion)	40
	263	Champion 6/Hero 2	(Champion/Hero)	50/10
	266	Hero 3	(Hero)	20
	269	Hero 4	(Hero 4	30
Hero/Myth	272	Hero 5/Myth 1	(Hero)	40
	276	Hero 6/Myth 2	(Hero/Myth)	50/10
	279	Myth 3	(Myth 3)	20
	282	Myth 4	(Myth 4)	30
	285	Myth 5	(Myth 5	40
	289	Myth 6	(Myth 6	50

DUNGEON ITEM LEVELS

Level	Loot	Vault	Crests
Heroic	230	243	Veteran
Mythic	246	256	
M2	250	259	Champ
M3	250	259	
M4	253	263	
M5	256	263	
M6	259	266	Hero
M7	259	269	
M8	263	269	
M9	263	269	
M10+	266 (Data Blue #5B8C9E)	272 (Data Blue #5B8C9E)	Myth

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THE LOADOUT: MANDATORY ADDONS

// HIGH PRIORITY	
⬇	Raid Frames Click-Through (Prevents misclicks)
⬇	Method Raid Tools (Notes/Cooldowns)
// COOLDOWN MANAGERS	
⬇	Better Cooldown Manager OR Enhanced Cooldown Manager
⚠	WARNING: Avoid OmniCD (Performance issues)
// UI & PLATES	
⬇	ElvUI
⬇	Platynator (Midnight Optimized) OR Plater
// MYTHIC+	
⬇	MPLUS Timer (by Reloe)

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DEBRIEF & CREDITS

CORE PHILOSOPHY:
PLAN AHEAD. DON'T WASTE CRESTS. KILL BOSSES.

GUIDE AUTHOR: LARIAS **ADDON DEV:** REFINED **CHEAT SHEET:** DBURNNZZ **RENOWN GUIDE:** NERYSSA

RESOURCES: LOOT HELPER SPREADSHEET | POST NERF CLARITY

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